FIG. 1

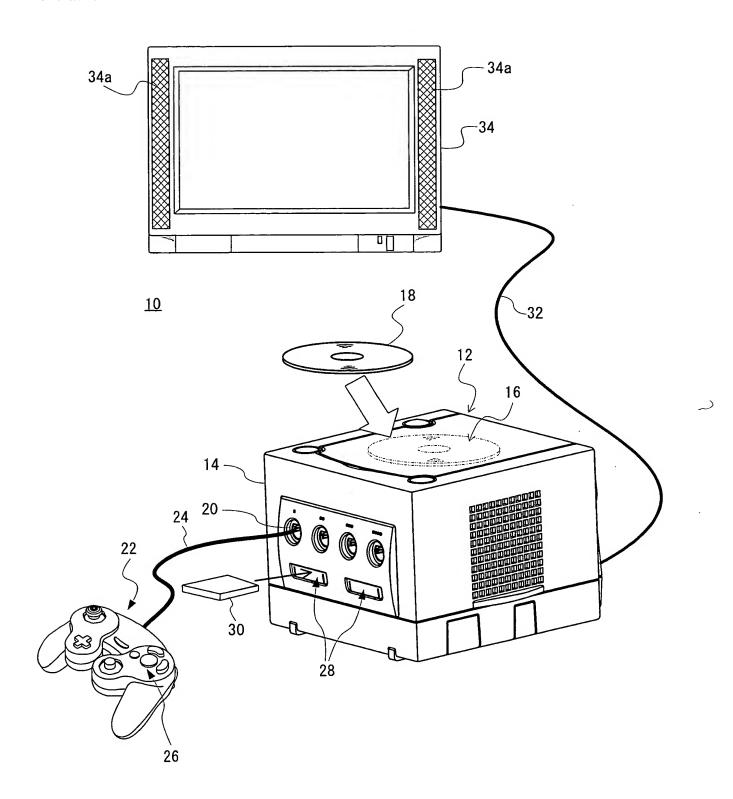
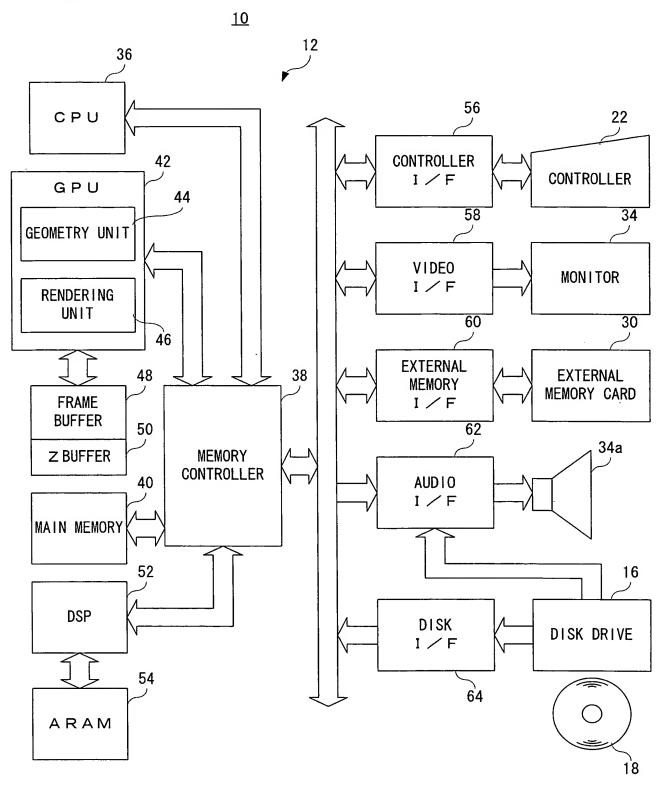


FIG. 2



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FIG. 3

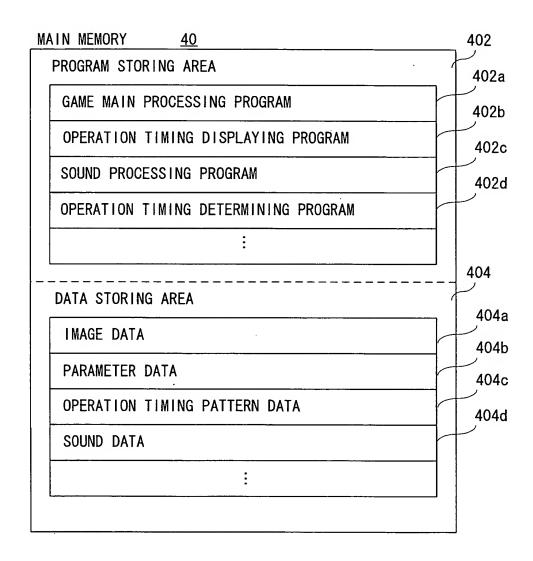


FIG. 4

CHARACTER ATTRIBUTE (PARAMETER)

CHARACTER NAME	HP (MAX)	EXPERIENCED VALUE
PLAYER CHARACTER	20 (20)	322
ENEMY CHARACTER A	30~40	15~20
ENEMY CHARACTER B	30~40	40 ~ 50
•	•	•

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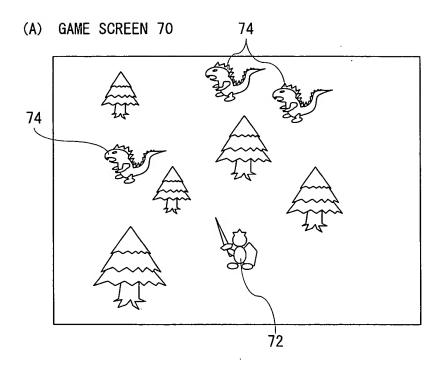
OPERATION TIMING PATTERN

	••• QUARTER NOTE			
•••	•••	•••	•••	•••
BGM2	1 31 61 76 91 120, 120, 120, 120, 120		PATTERN 2	ENEMY CHARACTER B
B GM 1	1 61 120 , 120		PATTERN 1	ENEMY CHARACTER A
MUSIC INFORMATION	TIMING FRAME NUMBER	RHYTHM PATTERN (DRUM PART)	PATTERN	CHARACTER NAME

••• EIGHTH NOTE

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FIG. 6



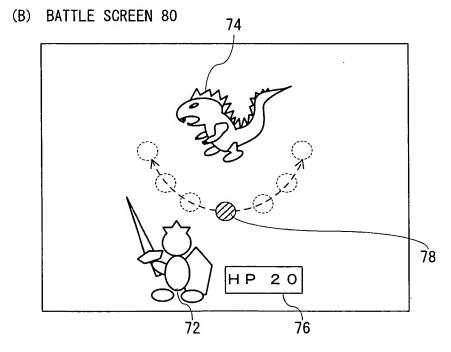
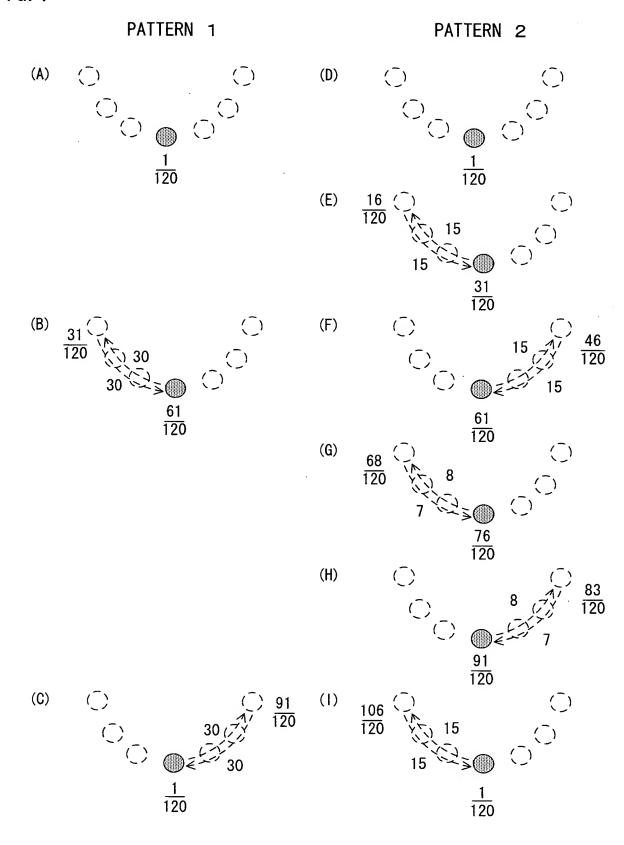
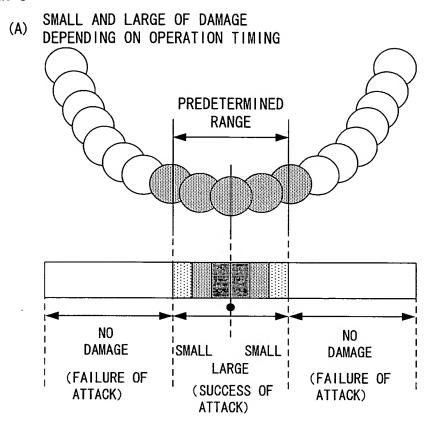


FIG. 7

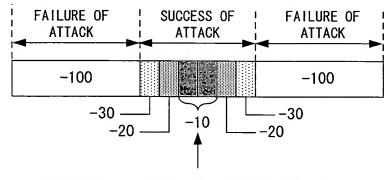


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FIG. 8

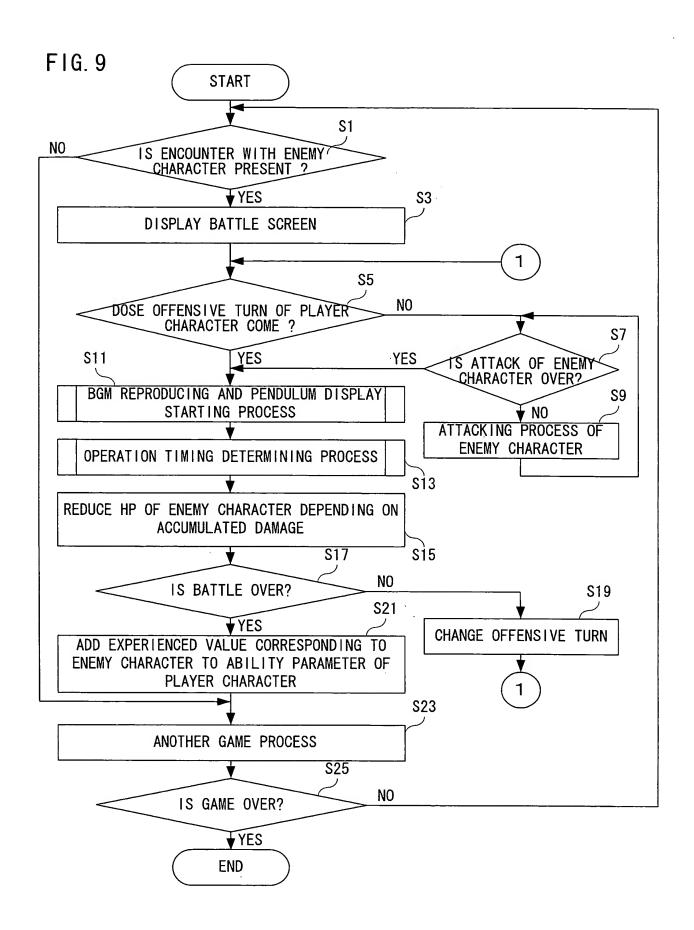


(B) REDUCED VALUE DEPENDING ON OPERATION TIMING



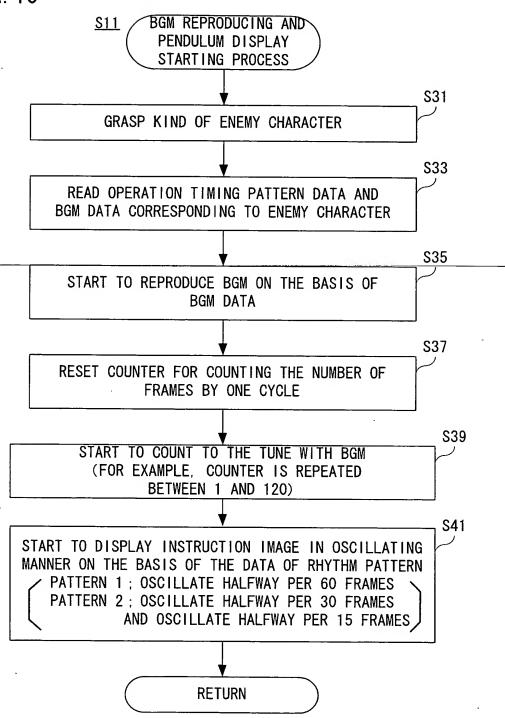
IN A CASE A DEGREE OF COINCIDENCE IS SUCCESSIVELY HIGH, +5~+10

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FIG. 10



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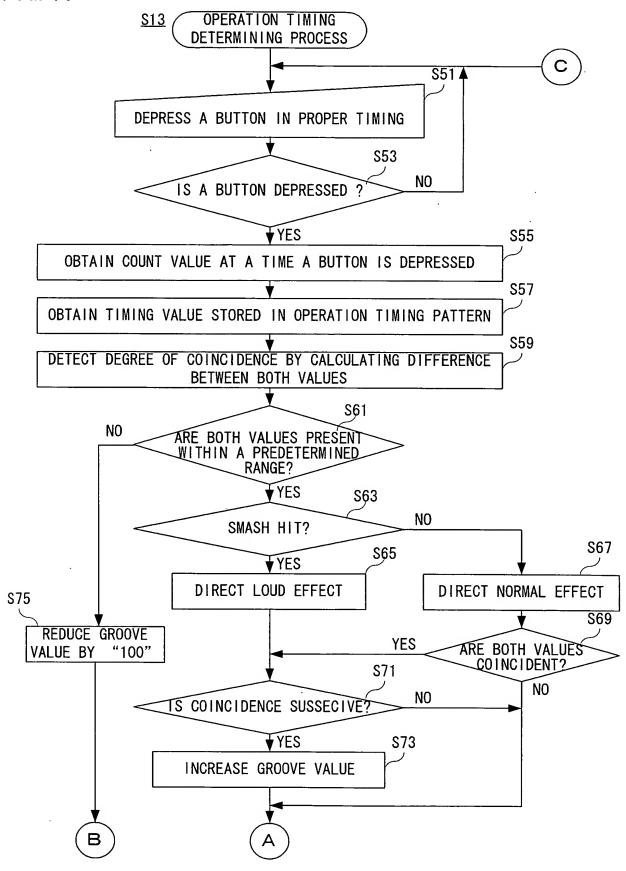
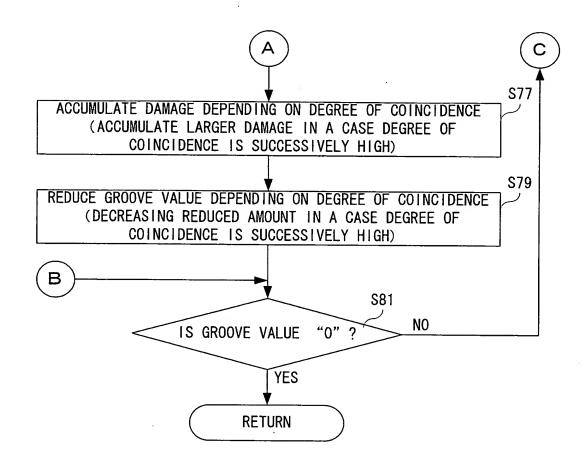
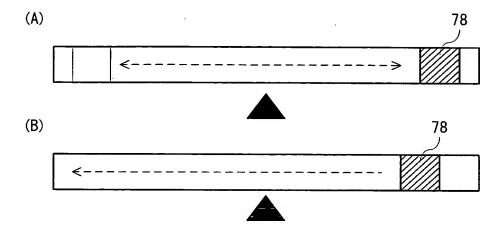


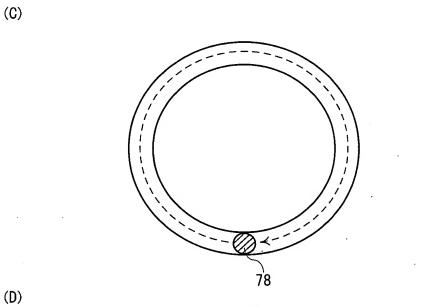
FIG. 12

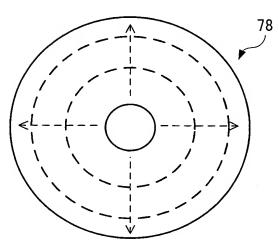


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FIG. 13







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F1G. 12

OPERATION TIMING PATTERN	MUSIC INFORMATION	BGM1	BGM2	•••	
	TIMING FRAME NUMBER	1 61 120 120	1 31 61 76 91 120, 120, 120, 120, 120	•••	
	RHYTHM PATTERN (DRUM PART)			•••	_
	PATTERN	PATTERN 1	PATTERN 2	•••	
	CHARACTER NAME	PLAYER CHARACTER A	PLAYER CHARACTER B	•••	

••• QUARTER NOTE

OF STATE NOTE

★ ••• REST